

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously Cancelled)
2. (Previously Cancelled)
3. (Previously Presented) The gaming system according to claim 17, wherein the second controller is further configured with logic to transmit an instruction for a payout to the first player based on a result of the second game, and the first controller is further configured with logic to control the payout to the first player in accordance with the transmitted instruction.
4. (Previously Presented) The gaming system according to claim 17, wherein the first game is played only by the first player.
5. (Previously Presented) The gaming system according to claim 17, wherein the first gaming machine comprises a first display device for variably displaying a plurality of symbols for the first game.
6. (Previously Presented) The gaming system according to claim 17, wherein the first game is a video poker game.
7. (Previously Presented) The gaming system according to claim 17, wherein the first and the second gaming machines are connected via the Internet.
8. (Previously Cancelled)

9. (Previously Cancelled)

10. (Previously Cancelled)

11. (Previously Presented) The first gaming machine according to claim 18, wherein the first controller is further configured with logic to (i) receive an instruction for a payout from the second controller based on a result of the second game and (ii) control payout to the first player in accordance with the received instruction.

12. (Previously Presented) The first gaming machine according to claim 18, wherein the first game is played only by the first player.

13. (Previously Presented) The first gaming machine according to claim 18, further comprising a first game display device for variably displaying a plurality of symbols for the first game.

14. (Previously Presented) The first gaming machine according to claim 18, wherein the first game is a video poker game.

15. (Previously Presented) The first gaming machine according to claim 18, wherein the first gaming machine is connected with the second gaming machine via the Internet.

16. (Previously Cancelled)

17. (Currently Amended) A gaming system comprising:
a first gaming machine having a first controller configured with logic to control a first game played by a first player at the first gaming machine; and
a second gaming machine communicatively connected with the first gaming machine and having a second controller configured with logic to (i)

control a second game played by a plurality of players at a plurality of gaming machines, including the first player at the first gaming machine and a second player at the second gaming machine, (ii) transmit image data of the second game to the first gaming machine, (iii) ~~control a period of time for accepting bets on the second game, and~~ (iv) transmit bet period data for establishing a period of time for accepting bets on the second game to the first gaming machine;

wherein the first controller is further configured with logic to (i) control display of images of the second game in accordance with the transmitted image data ~~from the second gaming machine~~, (ii) control display of an indication of a start of the period of time for accepting the bets on the second game in accordance with the transmitted bet period data, and (iii) transmit first bet data indicative of a first an acceptable bet on the second game having been placed at the first gaming machine to the second gaming machine;

~~wherein the second controller is further configured with logic to determine a payout for the second game in accordance with the transmitted first bet data and second bet data indicative of a second bet on the second game having been placed at the second gaming machine within the period of time, if the second controller receives the transmitted first bet data within the period of time from the first gaming machine;~~

wherein play of the first ~~type~~ game by the first player on the first gaming machine is initiated by the first player placing a bet associated with the first ~~type~~ game at the first gaming machine, and play of the second type game by the first player on the first gaming machine is initiated by the first player placing a bet associated with the second ~~type~~ game at the first gaming machine;

wherein the first controller is further configured to accept a bet on the first game placed at the first game machine by of the first player ~~to initiate the first type game~~ without the first player meeting a prior qualification for play of the first ~~type~~ game;

wherein the first and the second gaming machines ~~communicate such that the first and the second controllers interact~~ controller is further configured to accept a bet of on the second game placed at the first game machine by the first

~~player to initiate the second type game based on the transmitted bet period data~~
~~and~~ without the first player meeting a prior qualification for play of the second
type-game, including a prior qualification relating to play of the first type-game by
the first player;

wherein the second controller is further configured with logic to determine
a payout for the second game in accordance with the transmitted first bet data
and second bet data indicative of a second bet on the second game having been
placed at the second gaming machine within the period of time.

18. (Currently Amended) A first-gaming machine communicatively
connected with ~~a-second~~another gaming machine ~~having a-second-controller~~
configured with logic to control a second game played by a plurality of players at
a plurality of gaming machines, including a first player at the first gaming
machine and a second player at the second ~~game-gaming~~ machine, the first
gaming machine comprising:

a ~~first-controller~~ configured with logic to (i) control a first game played by
the first player, (ii) receive image data associated with play of the second game
from the ~~second-other~~ gaming machine, (iii) direct display of images of the
second game in accordance with the received image data, (iv) receive, from the
~~second-other~~ gaming machine, bet time information indicative of initiation of
acceptance of bets on the second game, and (v) direct display of a bet time for
the second game in accordance with the received bet time information; and

a ~~second-game~~ display device for displaying the images of, and a bet time
for, the second game, in accordance with the ~~first-controller~~ directives;

wherein play of the first game by the first player on the first gaming
machine is initiated by the first player placing a bet ~~associated-withon~~ the first
game at the first gaming machine, and play of the second game by the first
player on the first gaming machine is initiated by the first player placing a bet
~~associated-withon~~ the second game at the first gaming machine;

wherein the ~~first-controller~~ is further configured to accept a bet on the first
game placed at the game machine by of the first player ~~to initiate the first game~~

without the first player meeting a prior qualification for play of the first game;

~~wherein the first and the second gaming machines communicate such that the first and the second controllers interact~~controller is further configured to accept a bet on the second game placed at the game machine by of the first player ~~to initiate the second game based on the received bet time information~~and without the first player meeting a prior qualification for play of the second game, including a prior qualification relating to play of the first game by the first player.

19. (Previously Presented) The gaming system according to claim 17, further comprising:

a common display device for commonly displaying the images of the second game to the plurality of second game players;

wherein the second controller is further configured with logic to control the transmission of the images of the second game displayed by the common display device to the first gaming machine.

20. (Previously Presented) The gaming system according to claim 17, further comprising:

an image capturing device for capturing the image data of the second game;

wherein the image data of the transmitted second game is the captured image data.

21. (Previously Presented) The gaming system according to claim 17, wherein the first gaming machine includes a second game display device for displaying images associated with the second game.

22. (Previously Presented) The gaming system according to claim 21, wherein the second game display device includes a BET detector for detecting the placing of the first bet on the second game at the first gaming machine.

23. (Previously Presented) The gaming system according to claim 17, wherein:

the second controller is further configured with logic to transmit payout data ; and

the first controller is further configured with logic to execute the payout in accordance with the transmitted payout data.

24. (Previously Presented) The first gaming machine according to claim 18, further comprising:

an effects display device for displaying images of the first game.

25. (Currently Amended) The first gaming machine according to claim 18, wherein the ~~second~~ game display device includes a BET detector for detecting the placing of a first bet on the second game by the first player.

26. (Cancelled)

27. (Currently Amended) A ~~first~~ gaming machine communicatively connected with a ~~second~~ another gaming machine ~~having a second controller~~ configured with logic to control a second game played by a plurality of players at a plurality of gaming machines, including a first player at the first gaming machine, and comprising:

a display device for displaying the second game; and

a ~~first~~ controller configured with logic to (i) control play of a first game by the first player, (ii) receive image data for the second game from the ~~second~~ other gaming machine, and (iii) control the displaying of the second game by the display device in accordance with the received image data;

wherein play of the first game by the first player on the ~~first~~ gaming machine is initiated by the first player placing a bet ~~associated with~~ on the first game at the ~~first~~ gaming machine, and play of the second game by the first

player on the first gaming machine is initiated by the first player placing a bet associated with ~~on~~ the second game at the first gaming machine;

wherein the controller is further configured to receive, from the other gaming machine, criteria for accepting and rejecting bets on the second game placed at the game machine;

wherein the first controller is further configured to accept a bet ~~of on~~ the first game placed at the gaming machine by the first player ~~to initiate the first game~~ without the first player meeting a prior qualification for play of the first game;

~~wherein the first and the second gaming machines communicate such that the first and the second controllers interact~~ controller is further configured to accept a bet on the second game placed at the gaming machine by of the first player ~~to initiate the second game~~ based on the received criteria and without the first player meeting a prior qualification for play of the second game, including a prior qualification relating to play of the first game by the first player.

28. (Cancelled)

29. (Currently Amended) A gaming system comprising:

a first gaming machine having a first controller configured with logic to control play of a first game at the first gaming machine by a first player;

a second gaming machine communicatively connected with the first gaming machine, and having a second controller configured with logic to (i) control a second game played by a plurality of players at a plurality of gaming machines, including the first player at the first gaming machine, and (ii) transmit image data of the second game to the first gaming machine; and

a display device associated with the first gaming machine for displaying the second game;

wherein the first controller is further configured with logic to control the displaying of the second game on the display device in accordance with the transmitted image data;

wherein play of the first game by the first player on the first gaming machine is initiated by the first player placing a bet ~~associated with~~on the first game at the first gaming machine, and play of the second game by the first player on the first gaming machine is initiated by the first player placing a bet ~~associated with~~on the second game at the first gaming machine;

wherein the second controller is further configured to (i) direct a communication, to the first gaming machine, of a first directive to initiate a bet acceptance period for bets on the second game placed at the first gaming machine and (ii) to direct a later communication of a second directive to end the bet acceptance period;

wherein the first controller is further configured to accept a bet on the first game placed at the first gaming machine by ~~of the first player to initiate the first game~~ without the first player meeting a prior qualification for play of the first game;

~~wherein the first and the second gaming machines communicate such that the first and the second controllers interact~~controller is further configured (i) to determine if a bet on the second game placed at the first gaming machine by the first player has been placed after receipt of the first directive and prior to receipt of the second directive, and (ii) if it is determined that the bet on the second game has been placed after receipt of the first directive and prior to receipt of the second directive, to accept a bet ~~of the first player to initiate~~on the second game without the first player meeting a prior qualification for play of the second game, including a prior qualification relating to play of the first game by the first player.

30. (Currently Amended) A gaming system, comprising:

a first gaming machine configured with logic to control play of a first type game by the first player on the first gaming machine; and

a second gaming machine configured with logic to simultaneously control play of a second type game, different than the first type game, by the first player on the first gaming machine and by a second player on the second gaming machine;

wherein play of the first type game by the first player on the first gaming machine is initiated by the first player placing a bet ~~associated with~~on the first type game at the first gaming machine, and play of the second type game by the first player on the first gaming machine is initiated by the first player placing a bet ~~associated with~~on the second type game at the first gaming machine;

wherein the second gaming machine is further configured to communicate, to the first gaming machine, (i) a first directive to initiate a bet acceptance period for bets on the second type game placed at the first gaming machine and (ii) a later communicated second directive to end the bet acceptance period;

wherein the first gaming machine is further configured to accept a bet on the first type game ~~placed at the first gaming machine by~~ the first player to ~~initiate the first type game~~ without the first player meeting a prior qualification for play of the first type game;

wherein the first ~~game~~ gaming machine ~~and the second game machine~~ ~~are~~ is further configured (i) to determine if ~~interactively communicate to accept a bet on the second type game placed at the first gaming machine by~~ of the first player has been placed after receipt of the first directive and prior to receipt of the second directive, and (ii) if it is determined that the bet on the second type game has been placed after receipt of the first directive and prior to receipt of the second directive, to accept the bet on ~~to initiate~~ the second type game without the first player meeting a prior qualification for play of the second type game, including a prior qualification relating to play of the first type game by the first player.